

Primo Frammento - Assembly:

```
push    %ebp

mov     %esp, %ebp

sub     $0x8, %esp

call    80483e9 <bar>

leave

ret
```

Primo Frammento - C:

```
void function1() {

    bar();

}
```

```
push    %ebp

mov     %esp, %ebp

sub     $0x8, %esp

call    80483fb <baz>

call    8048400 <quux>

leave

ret
```

C:

```
void function2() {

    baz();

    quux();

}
```

Secondo Frammento - Assembly:

```
push    %ebp

mov     %esp, %ebp
```

```
pop    %ebp
```

```
ret
```

Secondo Frammento - C:

```
void function3() {  
  
}
```

```
push   %ebp
```

```
mov     %esp, %ebp
```

```
mov     $0x0, %eax
```

```
movl    $0x1, (%eax)
```

```
mov     %ebp, %esp
```

```
pop     %ebp
```

```
ret
```

C:

```
void function4() {  
  
    int* ptr = (int*)0;  
  
    *ptr = 1;  
  
}
```

```
push   %ebp
```

```
mov     %esp, %ebp
```

```
sub     $0xffffffff, %esp
```

```
call    80483dc <foo>
```

```
mov     $0x0, %eax
```

```
leave
```

```
ret
```

C:

```
void function5() {
```

foo();

return 0;

}